VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI® 2600

Galaxian*

THE ARCADE CLASSIC

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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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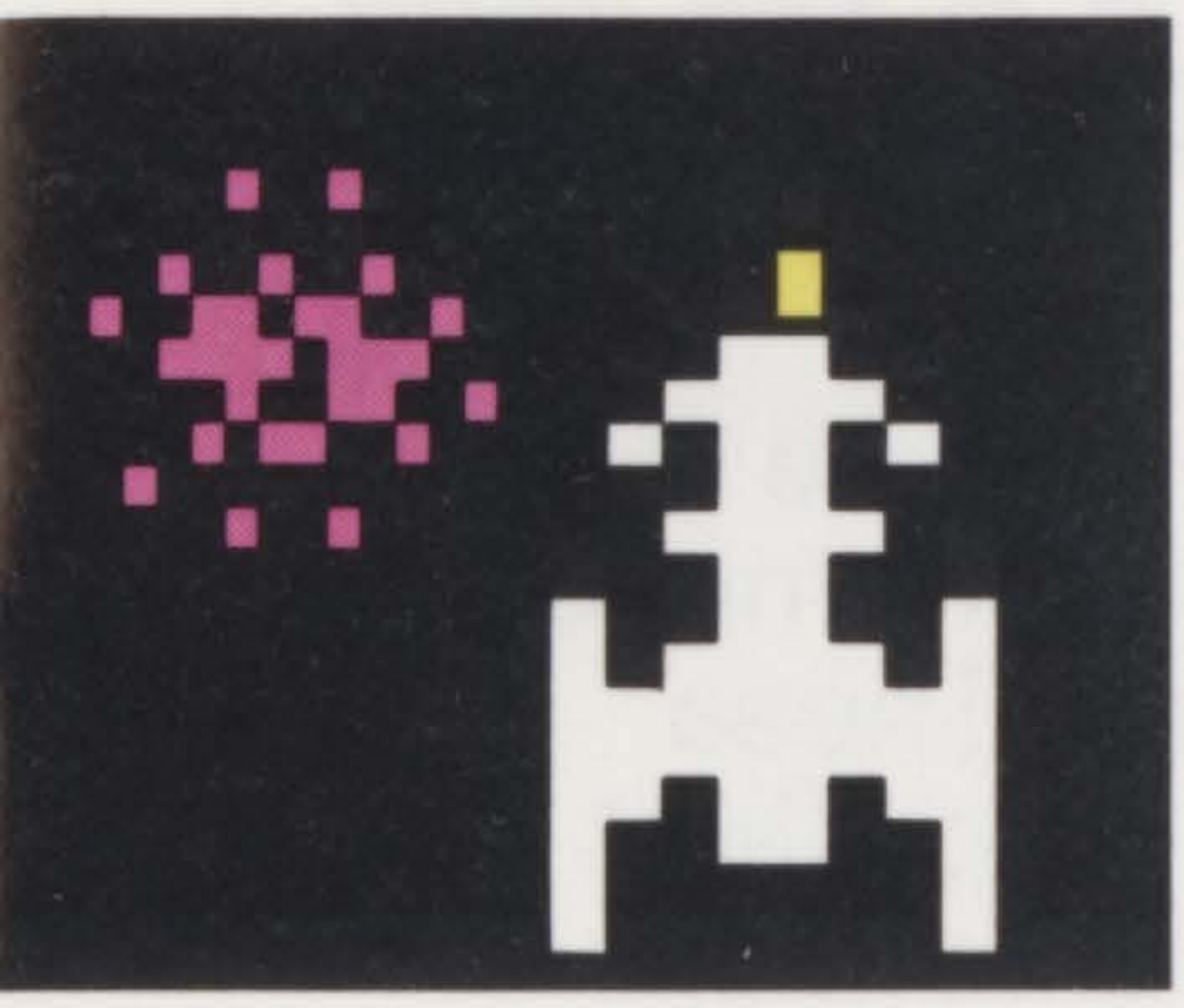

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1. NOTES FROM THE COMMANDER

Welcome aboard the missile laser base. I'm Commander Champion, your training instructor. These laser bases are used to protect our Universe from alien attack. Each laser base carries missiles which you'll launch from your control panel.

In your first training mission, you'll be battling an age-old threat, the Galaxian fleet, which has thrived on war and terrorism for centuries. Together, we must destroy these warmongers to maintain peace and tranquility over the Universe.

Before we go into action, let's talk about Galaxian battle tactics. The Galaxian fleet always flys in formation. As one ship descends from the extreme right or extreme left, it drops deadly bombs and then returns to original position. The Galaxian leaders, Flagships, are usually flanked by protective Escorts. The best way to get them is to first destroy the Escorts, then go after the Flagship.

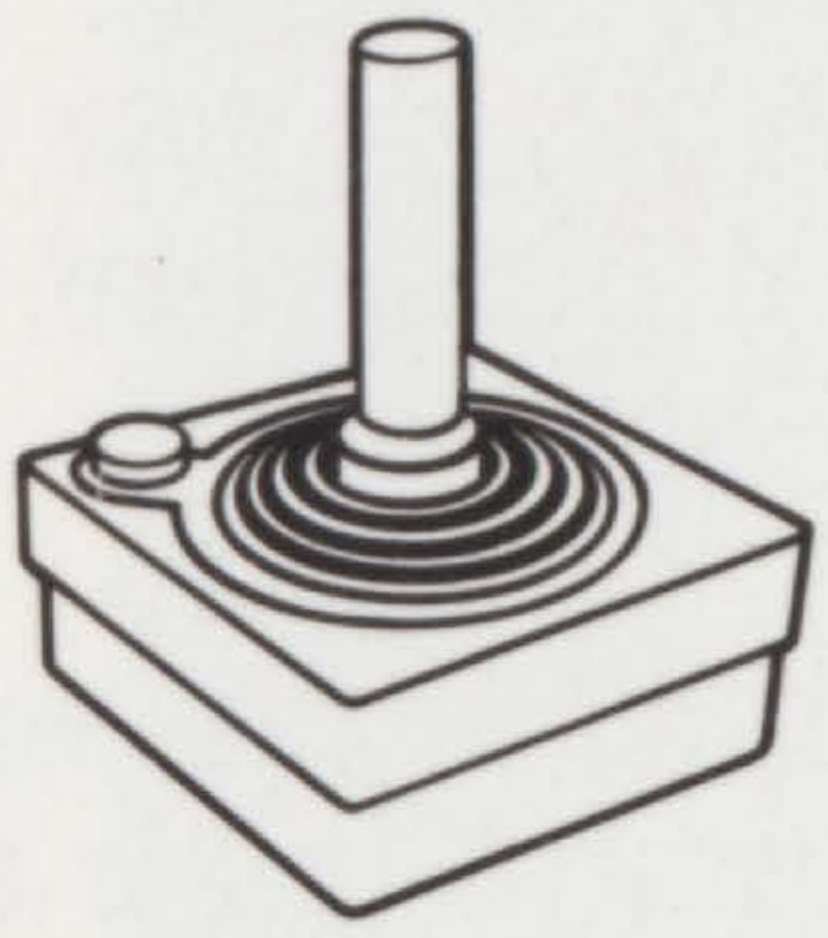
2. GAME PLAY

The object of the game is to destroy the Galaxian fleet before they blast your laser base to stardust. The fleet lines up in ranking order before plunging down to bombard your laser base. If a Galaxian survives a bombing run, he returns to his original position.

You begin the game with three laser bases, and score points for each Galaxian destroyed with your laser missiles. You earn extra points for destroying a Galaxian in flight, and at 7000 points, you receive a bonus laser base.

The Galaxian fleet attacks in waves. Each time you manage to destroy an entire wave, another fiercer wave is launched.

3. USING THE CONTROLLER



Use your Joystick Controller with this ATARI Game Program™ cartridge. Be sure the controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your Video Computer System™ console. Hold the controller with the red button to your upper left, toward the television screen. (*See your owner's manual for further details.*)

Use your Joystick to slide your laser base right and left across the bottom of the screen. Press the red fire button to launch laser missiles at the Galaxian fleet.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Press **GAME SELECT** to choose the desired skill level (1 through 9). The skill level number is the same as the wave number displayed in the lower right corner of the screen.

SKILL LEVELS

The ATARI GALAXIAN game includes nine skill levels, each offering varying degrees of challenge. Level 1 is relatively slow and easy, and level 9 is fast and difficult. The higher the skill level, the faster and harder the Galaxian fleet attacks.

GAME RESET SWITCH

Press **GAME RESET** to reset the program. Press the red controller button to start the game; at the end of a game, press it to play the same game again.

TV TYPE SWITCH

Set this switch to **COLOR** if you're playing on a color TV. Set it to **B/W** to play the game on a black and white TV.

DIFFICULTY SWITCHES

The **LEFT DIFFICULTY** switch determines your laser base firing response mode. Set the **DIFFICULTY** switch to **B** and hold the fire button down for continuous firing. Set the **DIFFICULTY** switch to **A** and use your thumb to tap the fire button each time you want to fire a missile.

5. SCORING

The point value of a Galaxian is determined by its rank and position in the lineup. Drones, the lowest rank are green; Emissaries are purple; Escorts are red; and Flagships, the highest rank are white. You score double points for destroying a Galaxian in flight. Destroy a Flagship in flight and you score even more bonus points. (*See* **Figure 1** *for rank and point values.*)

Your score appears at the upper right side of the screen. The attack wave is indicated by the number in the lower right corner of the screen (*see* **Figure 2**).

The number of laser bases remaining is indicated by the laser bases shown at the lower left corner of the screen (*see* **Figure 2**).

DRONES	
3 BOTTOM ROWS (GREEN) = 30 POINTS	IN FLIGHT = 60 POINTS
EMISSARIES	
4th ROW UP (PURPLE) = 40 POINTS	IN FLIGHT = 80 POINTS
ESCORTS	
5th ROW UP (RED) = 50 POINTS	IN FLIGHT = 100 POINTS
FLAGSHIPS	
TOP ROW (WHITE) = 60 POINTS	IN FLIGHT = 120 POINTS
FLAGSHIP	
IN FLIGHT WITH ONE RED ESCORT = 200 POINTS	
FLAGSHIP	
IN FLIGHT WITH TWO ESCORTS = 300 POINTS	
BOTH ESCORTS FIRST THEN THE FLAGSHIP = 800 POINTS	

Figure 1

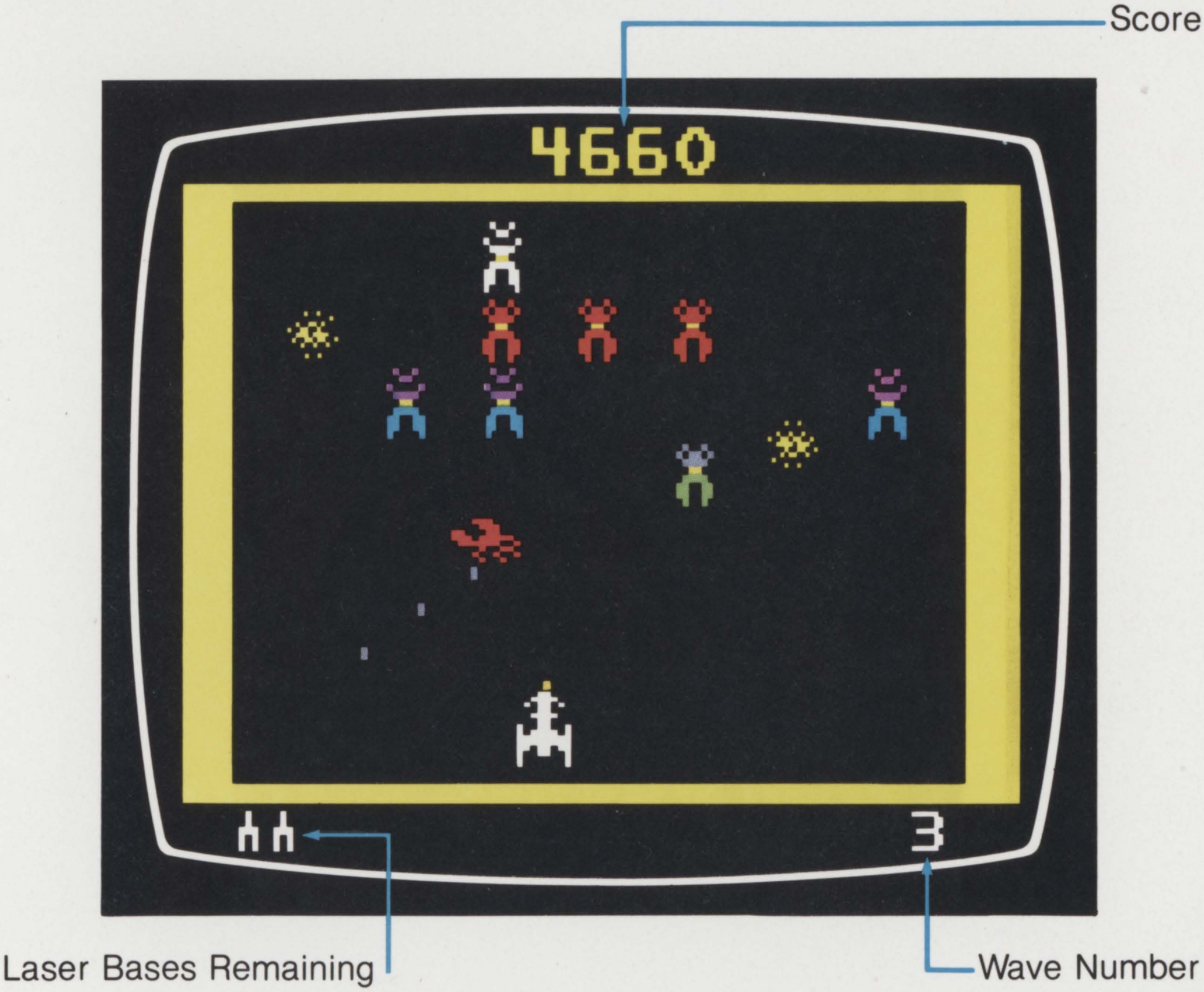


Figure 2

6. HELPFUL HINTS

- **WARNING:** Sometimes exploding particles from a destroyed red escort are deadly.

- Shoot escorts (red members of the Galaxian fleet) only when they are escorting a Flagship; shoot the Flagship only in flight. Doing this will help you score higher points.

- Study the Galaxian attack patterns; that way you'll know what to expect from each member of the Galaxian fleet.

- If you need a rest while fighting waves 1 and 2 of the Galaxian attacks, go to the extreme right or extreme left of the screen for a few seconds. During the higher level waves, stay away from the corners to avoid being trapped by a Galaxian.

ATARI® 2600™
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GALAXIAN*

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